



Introducing

The New
Microdata **REALITY**[®] Family



"A Commitment To Reality"

THE REALITY[®] FAMILY OF COMPUTERS

INTRODUCTION

The Reality[®] Family of Data Base Management computer systems provides multiple users with capabilities for easy update and retrieval of information stored in on-line data files. Users communicate, via local or remote terminals, with computer files that may be private, common, or security-controlled. Each terminal user's vocabulary can be individually tailored to their own specific application jargon.

Reality is built around field proven Microdata computers and peripherals that utilize microprograms to provide users in the medium-sized computer market with unrivaled performance and reliability.

Microprogrammed firmware contains:

- Virtual memory manager
- Multiuser operating system
- Special data management instructions
- Input/Output processors

System software includes:

- ENGLISH^{T.M.}, DATA/BASIC^{T.M.}, PROC, ASSEMBLY and EDITOR languages
- New SCREENPRO^{T.M.} language -- a new, easy way to create terminal displays and input data
- Bisync communications
- Selectable/automatic report formatting
- Dynamic file/memory management
- Selectable levels of file/data security
- RUNOFF^{T.M.} Word Processing
- Report Spooling
- Communications Software

The file structure provides:

- Variable length files/records/fields
- Multivalues (and subvalues) in a field
- Efficient storage utilization
- Fast access to data items
- Selectable degrees of data security
- File size limited only by size of disc
- Record size up to 32,267 bytes

The expanded Reality Family of high-performance data base management processors ranges from an economical system for first-time users with limited data processing requirements and/or experience to the high capacity systems used by some of the largest companies in the United States.

Besides superb performance and ease of use, the entire Reality line offers unmatched growth advantages. As a user company grows, it can update computer facilities by adding Reality equipment to meet increased data processing needs without costly hardware or software changes. All Reality systems are fully compatible. Start with Reality. Grow with Reality.

The Reality data base management system offers 16 KB to 512 KB of main memory, up to 512 megabytes of disc storage, and up to 32 operator terminals.

A typical system has:

- Central processing unit (CPU) and cabinet
- Mass storage disc drive
- Reel-to-reel magnetic tape subsystem
- Prism® cathode ray tube (CRT) display terminal
- System printer

All Reality systems operate with Microdata's easy-to-use ENGLISH data retrieval language, as well as the more advanced DATA/BASIC and PROC programming languages.

The complete family of Reality computer systems offer the following extraordinary advantages:

- Complete small business computer capabilities
- Microprogrammed virtual memory operating system
- Up to 512 million characters of on-line file storage
- On-line interactive file update/retrieval
- ENGLISH data retrieval language
- Fast terminal response
- Line printer spooling
- Special data management processors
- High-speed generalized sort capability
- Computer/peripheral compatibility from top to bottom of the entire Reality family
- Small computer price
- Big computer performance

THE REALITY FAMILY OF COMPUTERS

REALITY OPERATING SOFTWARE

With added features and enhancements based upon the proven capabilities of Microdata software technology, we are now offering distinct price performance benefits to first-time users as well as sophisticated information processing organizations. The Reality Family of Computers truly provides unique solutions to the myriad business and data processing problems encountered in the modern business environment.

Besides the Operating System, the other major software components that make Reality unique in the industry are the following:

- Data Base Management System
- ENGLISH
- DATA/BASIC
- SCREENPRO
- PROC
- EDITOR
- RUNOFF

DATA BASE MANAGEMENT SYSTEM

The data base management processors provide the capabilities for generating, managing, and manipulating files (or portions of files) within the Reality system.

The data base management processors allow the user to CREATE, CLEAR, DELETE and COPY and do so without causing the repetitious use of mass storage space so common in other systems.

ENGLISH

ENGLISH is a user-oriented data retrieval/report generator language. This unique language allows a non-technical user to rapidly inquire into any data base and produce customized, ad hoc reports. No complex programming or operating instructions are required.

A typical ENGLISH inquiry consists of a relatively free-form sentence consisting of appropriate verbs, file names, data selection criteria, and control modifiers.

ENGLISH also is a convenient method of producing output after file updates with DATA/BASIC or PROC, as well as for printing one-of-a-kind reports without having to write a program.

DATA/BASIC

REALITY DATA/BASIC is an extended version of Dartmouth Basic, expressly designed and written for manipulation of REALITY's Data Base Management environment. BASIC (Beginners All-Purpose Symbolic Instruction Code) is a simple, yet versatile, programming language. BASIC is especially easy for the novice programmer to learn.

DATA/BASIC is the primary method of applying updates to various user files on a REALITY system. Due to its flexibility, DATA/BASIC is used to implement a variety of business applications including accounts payable/receivable, general ledger, inventory control, payroll, sales forecasting/analysis, order processing, invoicing, claims processing and data entry.

With the addition of SCREENPRO, DATA/BASIC programs are even easier to write, eliminating time consuming terminal formatting and input validation routines, thereby dramatically decreasing program size.

"NEW" SCREEN PROCESSOR - SCREENPRO^{T.M.}

SCREENPRO is a brand new addition to what we feel is the most impressive array of Operating Software in the marketplace. Our new SCREENPRO is designed to take an individual through a menu driven sequence of steps to produce a routine which will allow a terminal operator to design screens formatted to meet specific needs.

Microdata's Screen Processor is comprised of two procedures: the Screen Builder and the Screen Handler.

The Screen Builder is a program that prompts the user through construction of a display screen format. Answers to various menu displays specify prompting methods, and input validations. A screen "painter" allows the user to design the screen format directly on the terminal while the computer derives all the positioning commands. The user can even "print" the exact form design on the printer to aid in documentation. Screens may be tested and changed without incurring changes in application programs. "Final" screens are compiled (for faster execution) and stored.

The Screen Handler makes previously constructed screen displays available to DATA/BASIC programs. Since screen positioning, prompting methods and validations have been previously supplied to the Screen Builder, these time-consuming and hard to maintain functions can now be removed from the program. Hence, application program coding and maintenance is quicker and easier. DATA/BASIC programs are now executed much faster. This facility also permits DATA/BASIC to update files through ENGLISH file dictionaries.

PROC

PROC is a procedure language similar to Job Control Language (JCL) utilized in much larger "main frames". PROC (stored procedure) enables the user to evoke a previously stored complex operational sequence by a single command.

Much less cryptic than "Main Frame" type JCL, PROC has a wide range of capabilities such as interactive terminal prompting, input validating of data and file I/O. It also has the ability to incorporate other REALITY Processors, such as ENGLISH, DATA/BASIC, etc., to perform complex functions. Any sequence of operations that can be performed at a terminal can be prestored and executed with a single word command.

EDITOR

The EDITOR is a "utility" permitting on-line interactive modification of any item in the data base. Primarily, the EDITOR is used to create and/or modify DATA/BASIC or PROC programs. The EDITOR also enters and updates text processed by RUNOFF. Particularly useful in word processing is EDITOR's global search and replacement capability.

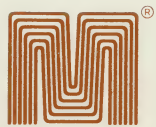
RUNOFF

RUNOFF is a word processor offering many special features. RUNOFF processes text entered and modified with the EDITOR. RUNOFF numbers pages automatically and prints text headings and footnotes. RUNOFF also performs tabulations, centering, selective left/right justification, underlining, and boldface printing.

Another RUNOFF feature is automatic chapter and section numbering. New chapters and/or sections may be added to a document, and the subsequent update publication, with changes and additions, will be completely renumbered. RUNOFF assembles and prints a table of contents covering all subjects, including corrected/updated copy.

RUNOFF also automatically assembles a publication index based on specified words and phrases. RUNOFF supplies index page numbers. If new pages are added, the index is automatically updated.

Microdata Corporation is a worldwide manufacturer and marketer of business computer systems. The company's products are sold and serviced through a worldwide network of branch offices, authorized dealers, and distributors.



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